



PAL

wipeout 2097

MANUAL



english
deutsch
français

ワイフアウト- 2097



PSYGNOSIS

COMPANY SPONSORSHIP PROTOTYPE

00W.1P3OUTSP330S.06800.4

0.00144 0+0.301 09800.4

wipeout²⁰⁹⁷



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- 8 fearsome new race circuits.
- 11 deadly weapons.
- 4 racing classes suit beginners up to anti-grav professionals.
- Up to 15 fiendish craft on track.

- 8 furcht einflößende Rennstrecken
- 11 tödliche Waffen
- 4 Rennklassen für Neueinsteiger und Anti-Grav-Profis
- Bis zu 15 Gegner auf der Strecke

- 8 nouveaux circuits étourdissants.
- 11 armes destructrices.
- 4 niveaux de courses: du débutant au professionnel de l'anti-gravité!
- Jusqu'à 15 concurrents à la fois sur le même circuit.



For Ages - Four Ages - Para-Alas - Für Jähre - For Ages - For Ages



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ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe

ワイフアウト

WIPEOUT²⁰⁹⁷

WIPEOUT²⁰⁹⁷ "ACCELERATED ADRENALIN RUSH FOR FUTURE PEOPLE"



Memory Card
1 block



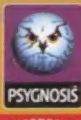
Link Cable
2 Consoles



Optional Controller
SLEH-0003

This software is only compatible with hardware displaying "PS" and

PAL



7 11719 63242 9

SLPS-00327



PAL

compact
disc



WIPEDOUT 2097
"S" 2097

WIPEDOUT 2097 "ACCELERATED ADRENALIN RUSH FOR FUTURE PEOPLE"

WIPEDOUT 2097
"S" 2097
Published and developed by Psygnosis Ltd. Made in Austria.

7.レ-ン

COMPACT
disc

DIGITAL

32BIT, F9000, AG-RACING LEAGUE

OFFICIAL MARIA REG



ACCELERATED ADRENALIN RUSH RACING

7.レ-ン

WIPE'OUT™/V.O.2



Curly™ says "GO!"



ファイアクト- 2097

0.00144 | 0+0.901 | 098004

324044 SRX

FALCON6 MKII

PRO-AM PB90

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2097
WIPE'OUT™/V.O.2

"04 FUTURE PEOPLE"



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化粧

LADY™ + DR ANGRYMAN™

P402

0'01"



AURICOM



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disc DIGITAL

32BIT, F5000, AG-RACING LEAGUE

OFFICIAL PARTNER



ACCELERATED ADRENALIN RUSH RACING

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WIPE'OUT™/V.O.2



Curly™ says "GO!"



ワイプアウト- 2097

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324011 SRX

FALCON4 MKII

PRO-AM P890

future word...

"A ball bounces. A pin drops. A man falls.

Gravity is the glue which binds us to our planet.

We are about to apply the solvent which will free our species forever."

Pierre Belmondo (Director of European AG Research)

speaking at a demonstration of anti-gravity technology, Nevada, April 2035.

the year? 2097

No room for manoeuvre. The world is shrinking... like a raisin from a grape.

From East to West...from North to South...meeting your shadow and the echo of your mind before you even knew you'd left.
Landscapes curling through space, hewn from rock, cut from ice. Ships blur like the smears of hurled paint. Tracking the globe, soundtracking your dreams and your visions...

Never dwell on past days. Leave those damp brown days alone.

Our future has more colour. More speed. More noise. Our future has more...

From jungle to city to the recesses of your mind. Shake your head and free yourself.

Free yourself.

2097

WIPE'OUT™2097 "04 FUTURE PEOPLE"



LADY™ + DR. ANGRYMAN™

NAD

0'02"



FEISAR

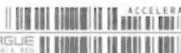
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COM-UNITY

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COMPACT
disc DIGITAL

32BIT, F5000, AG-RACING LEAGUE
OFFICIAL RACING DISC



ACCELERATED ADRENALIN RUSH RACING

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WIP'OUT™/V.O.2



Curly™ says "GO!"



ファイブアウト-2097

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324011 SRX

FALCON4 MKII

PRO-AR PB90

Starting the game

To play WipEout 2097 on your PlayStation™ game Console:

- 1 Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.
- Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
- Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro screens, press the X button on the Controller.

WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

WIP'OUT™/V.O.2

WIP'OUT™/V.O.2 "04 FUTURE PEOPLE"



AG-SYS™



WIP'OUT™/V.O.2 "04 FUTURE PEOPLE"



LADY™ + DR. ANGRYMAN™

0040

0'03"

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COMPACT disc DIGITAL

32BIT, F5000, PG-RACING LEAGUE

OFFICIAL RACING RUL



ACCELERATED ADRENALIN RUSH RACING

7レーン

WIPE'OUT™/V.O.2



Curly™ says "GO!"



ワイフアウト-2097

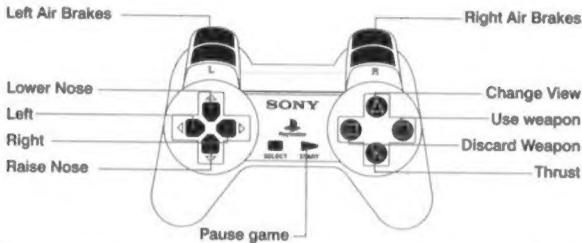
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324D11 SRX

FALCON4 RK11

PRO-AM PD90

controlling your craft



hud display



7レーン 2097

WIPE'OUT™/V.O.2 "04 FUTURE PEOPLE"



ARCADE RACING!

ADDITIONAL FEATURES

LADY™ V. DR. ANGELMAN™

0440

0'04"

フューチャー

COMPACT disc DIGITAL™
32BIT, F5000, AG-RACING LEAGUE
OFFICIAL RACING DISC



ACCELERATED ADRENALIN RUSH RACING

未来

WIP'OUT™/V.O.2



Curly™ says "GO!"



ワイフアウト-2097

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324011 SRX

FALCON4 MK11

PRG-AM PB90

Menu

Main menu

Use the Directional buttons to highlight required options. Press the **X** button to confirm.

RACE TYPE - Takes you to the Race Type Menu.

TEAM - Takes you to the Team Menu.

CLASS AND TRACK - Takes you to the Racing Class Menu.

START - Takes you to the start of your chosen race.

OPTIONS - Takes you to the Options Menu.

Race type menu

Use the Directional buttons to highlight required race type. Press the **X** button to confirm. Press the **Δ** button to return to the previous menu.

ARCADE

Intense racing with weapons* and Checkpoints against a full field of enemy ships. If your shield energy's running low, you can fly into the pit lane to get a power boost. Reach each Checkpoint before your time runs out or it's game over before you've even finished the race. The number of laps depends on the racing class being played.

* Weapons are optional in arcade mode. You can race without weapons by selecting the Weapons Off option in the Preferences Menu (found within the Options Menu)

TIME TRIAL

A race against the clock without weapons or enemy craft. A ghost ship will fly a duplicate of your previous best race - this ghost record is lost if another time trial track is chosen. You will also receive one TURBO pick up for every lap you complete.



WIP'OUT™2097 "04 FUTURE PEOPLE"



LADY™ & DR. ANGRYMAN™

PRG0

0'05"



2XPLAYER

©1997 GUL INDUSTRIES

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FORMERLY DISC DIGITAL
32BIT FS000 RG-RACING LEAGUE
OFFICIAL RACE 200

ACCELERATED ADRENALIN RUSH RACING

J.C.

WIPE'OUT™/V0.2



Curly™ says "GO!"



ワイフアウト-2097

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324011 SRX

FALCON4 MKII

PRO-AM RUSH

ARCADE LINK

2-player racing with active Weapon Grids and Checkpoints against a full field of enemy ships. See 2-PLAYER NOTE below.

ONE ON ONE

2-player racing with active Weapon Grids and Checkpoints but no other enemy ships. See 2-PLAYER NOTE below.

2-PLAYER NOTE: Both Arcade Link racing and One On One racing are 2-player games. In order to play them, you will need 2 PlayStation™ game Consoles connected by a Link cable. Both Consoles will need to be running a copy of WipeOut 2097. Both players must select the same 2-player option from the menu. After a few seconds, the message 'Link Up' will be displayed on both screens. The PlayStation™ that completes the link up first will be referred to on-screen as 'Master'. The other PlayStation™ will be referred to on-screen as 'Slave'. From then on 'Master' is Player 1 and 'Slave' is Player 2. Both players can then go into the Team Menu. Player 1 will then be able to go into the Racing Class Menu to make a selection on behalf of both players.

NOTE: During 2-player games, follow all on-screen instructions carefully to prevent the link being broken.

Caution A: If either player enters the Race Type Menu after a link has been established, the link will be broken. Repeat the process outlined in 2-PLAYER NOTE to set up the link again.

Caution B: If either player selects Start after a link has been established, the other player will not be permitted to enter the Race Type Menu or the Options Menu.

Caution C: On returning to the main menu from any 2-player game the link will be broken and both machines reset to Single Player Arcade Mode. To start a new 2-player game the link must be set up again by following the process outlined in 2-PLAYER NOTE.

ARCADE CHALLENGES

If you manage to complete all available circuits in first place while playing in arcade mode, an arcade challenge will become available on this screen. This will seriously test your racing prowess. But it won't end there. Remember that the world of anti-gravity racing is a secretive one - unknown teams could be planning just about anything...

NOTE: In all arcade challenges the use of full weapons is compulsory - there is no Weapons Off option available. You will also find that as this is the Arcade Challenge, the track you race on will be auto selected- access to the Track Menu will be denied.

J.C. 2097

WIPE'OUT-2097 "04 FUTURE PEOPLE"

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LADY™ x DR. ANGEYMAN™

PNAO

0'06"



T1M3'TR1AL"

TAPIN UP

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COMPACT
disc DIGITAL
32BIT FS000AG-RACING LEAGUE
OFFICIAL MUSIC DISC

ACCELERATED ADRENALIN RUSH RACING

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WIDE'OUT"/V0.2

Curly™ says "GO!"
324011 583

ワイフアウト-2097

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FALCON4 MKII

PRO-AM PB90

During the Arcade Challenge you are allowed three 'Continues'. Finish in fourth place or below and you will forfeit one 'Continue'. Finish in second or third and you retain the number of 'Continues' you currently possess. However, in order to progress to the next circuit you must win on your current track.

in menu

Use the Directional buttons to highlight required team. Press the X button to confirm. Press the Δ button to return to the previous menu.

Each team operates 3 identical craft - technical specifications vary from team to team.

FEISAR

This European consortium opt for ease of control above speed, although their craft accelerate well. Superb for beginners.

AG SYSTEMS

A Japanese team with highly controllable craft suitable for beginners. However, shield energy is quite weak.

AURICOM RESEARCH

The American Auricom team use a powerful engine giving excellent speed capabilities. Their craft are quite tricky to handle and are therefore more suitable for the intermediate player.

QIREX

This secretive Russian team operate extremely fast, power-hungry ships. The difficulty in controlling them makes the Qirex craft suitable only for very experienced pilots.

(Unconfirmed rumours report a new prototype craft alleged to be very controllable and extremely fast. No further details available.)



WIDE'OUT-2097 "04 FUTURE PEOPLE"



PHANTOM CHALLENGE



LADY™



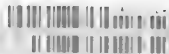
DR ANGRYMAN™

P403

0'07"

7.レ-ン

WIPE'OUT™/102



レ-ン



ワイプアウト

VECTOR CLASS VENOM CLASS RAPIER CLASS

クラス別能力比較表

Acceleration Top Speed Turning Ability Aero Dynamics Super Energy



レース クラス 説明

There are 2 tracks available in each of the 3 racing classes. Use the Up and Down Directional buttons to highlight your required racing class, then use the Left and Right Directional buttons to display your chosen track. Press the X button to confirm choices. Press the Δ button to return to the previous menu.

VECTOR CLASS

The slowest racing class available. Ideal for beginners.

VENOM CLASS

Faster racing class for the more experienced player.

RAPIER CLASS

A super fast adrenaline rush of a race. Advanced players only need apply.

レ-ン



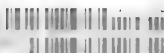
ARCADE RACING!

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0'08"

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EOUT/UD.2



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2007

as menu

Use the Directional buttons to highlight required options. Press the X button to confirm. Press the Δ button to return to the previous menu.

AUDIO CONFIG

Allows you to alter the sound options. Takes you to the Audio Config Menu

CONTROLLER CONFIG

Allows you to alter the Controller buttons used in the game. Takes you to the Controller Config Menu

PREFERENCES

Allows you to alter some of the game's default settings. Takes you to the Preferences Menu

LOAD AND SAVE

Allows you to load and save game details using a Memory card. Takes you to the Load And Save Menu

PASSWORD

The password facility allows you to save your progress without using a Memory card. Takes you the Password Screen

BEST ARCADE TIMES

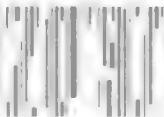
Allows you to view the best arcade mode race times on each circuit.

BEST TIME TRIAL TIMES

Allows you to view the best time trial times on each circuit



PHANTOM CHALLENGE



0'09"

Abstract

שינוי

ファイブアウター

www.pearsoned.com.au

MUSIC

SFX

Use the Left and Right Directional buttons to move the slider and set the volume of the in-game sound effects

SOUND

Use the Left and Right Directional buttons to choose between Mono or Dolby Surround sound (referred to in-game as 'stereo'). Be careful not to select Dolby Surround if your TV only supports mono output as this will result in no sound effects at all.

CD TRACK

Use the Left and Right Directional buttons to cycle through each available music track. For a random selection of in-game tracks, make sure you set this option to RANDOM. If you prefer racing to one particular music track, select the one you want before confirming your selection.

controller config

To configure the game controls, use the Up and Down Directional buttons to highlight the game function you want to change. Use the Left and Right Directional buttons to cycle through each available Controller button. When all functions are set satisfactorily, press the **X** button to confirm. Press the **Δ** button to return to the previous menu. Press the **○** button to return to the default configuration.

NOTE: wipEout 2097 is fully compatible with Namco's neGcon Controller. If a neGcon is inserted into Controller port 1, it will be automatically detected.



PIRANHA

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Curly says "GC"



2007

Use the Left and Right Directional buttons to move between the options. You may alter the maximum twist, the centre point and the dead spot on a neGcon. To alter the twist and centrepoint twist the Controller to the preferred angle (between 0 and 180) and then press the A button to confirm. If you wish to reset the degree, press the A button again. Set the deadpoint by using the Up and Down Directional buttons to move the highlighting effect over several pre-set choices. Press the A button to select your choice. Pressing the B button will take you back a screen in the menu system. When you are happy with all your neGcon set-up choices, press the I button to leave the menu.

PREFERENCES

Use the Up and Down Directional buttons to highlight the preferences you want to change then follow the instructions below. Press the X button when all preferences are set correctly. Press the Δ button to return to the previous menu.

WEAPONS

Use the Left and Right Directional buttons to turn Weapon Grids ON or OFF.

DEFAULT VIEW

Use the Left and Right Directional buttons to choose between INT (in-cockpit) or EXT (external) as the game's default view.

MOVE SCREEN

Press the O button to activate the move screen facility, then use the Directional buttons to centre the game screen on your TV. When the screen position is set satisfactorily, press the O button again to confirm.

DEFAULT NAME

This facility allows you to store a default name which you will be able to use when entering your name onto the Best Times tables. Use the Left and Right Directional buttons to cycle through the alphabet, then press the O button to confirm a letter.



DARE YOU?



0'011"

フレン

WIPE'OUT™/J02



ワイプアウト-2000

load game menu

Use the Directional buttons to highlight your chosen option. Use the **X** button to confirm. Make sure there are enough free blocks on your Memory card before commencing play.

LOAD

To load a previously saved game, make sure you have a Memory card inserted according to the system instructions. Use the Directional buttons to select the game slot you want to load and press the **X** button to confirm. If you have 2 Memory cards inserted, use the **O** button to switch between Memory cards.

SAVE

To save your progress, make sure you have a Memory card inserted according to the system instructions. Use the Directional buttons to select a game slot and press the **X** button to confirm. If you have 2 Memory cards inserted, use the **O** button to switch between Memory cards. You can label your saved game with a name of up to 8 letters. Use the Directional buttons to highlight the letters and use the **X** button to confirm them. When the name is complete, highlight **END** and press the **X** button.

DELETE

To delete a previously saved game, use the Directional buttons to highlight the chosen game slot and press the **X** button to confirm. If you have 2 Memory cards inserted, use the **O** button to switch between Memory cards.

If you manage to achieve a medal position during the game, you can save your progress without the use of a Memory card by using the password facility.

This screen shows your current password. make a note of it and keep it safe. When you play the game again, select **PASSWORD** from the **OPTIONS** menu then enter the password to make sure you keep medals already won.

To enter a password, use the Up and Down Directional buttons to cycle through the password symbols. Use the Left and Right Directional buttons to move along the row of characters. When the correct password has been entered, press the **X** button to confirm.



QIREX

ソニー・コンピュータエンタテインメント



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OUT/100.2



7.17.17.17-2007

Acade times screen

Use the Left and Right Directional buttons to view the best arcade times set on each track

Time Trial Times Screen

Use the Left and Right Directional buttons to view the best time trial times set on each track.

The game

Whichever type of race you've chosen, the basic control system remains the same. The Control Summary can be found at the beginning of the manual.

SHIELD ENERGY

Each time you collide with the side of the track or are hit by an enemy weapon, your shield energy will be depleted. When shield energy levels reach zero, your ship will explode. The on-screen Shield Energy bar shows your shield energy level at a glance.

SPEED-UPS

These are blue arrows on the track. Fly over them for a brief speed boost.

CHECKPOINTS

As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next Checkpoint, the game will be over.

WEAPON GRIDS

These are coloured crosses on the track. Fly over them to pick up a weapon. Refer to the section headed WEAPONS AND POWER UPS for more information. Weapon Grids are deactivated in a Time Trial.



CHECKPOINT



0'013"

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WIPE'OUT™7002



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PIT LANES

Recharge shield energy by flying into a pit lane. These are clearly marked striped areas.

WINNING MEDALS

When you're playing in ARCADE RACING mode, you'll win a medal if you finish in the top 3. 3rd place wins bronze, 2nd place earns silver and coming 1st will get you the coveted F5000 Race League gold medal. Medals are awarded for the track regardless of class.

Weapons and power-ups

All weapons are pre-loaded onto your craft before a race. When you fly over a Weapon Grid, one of them will be activated and the relevant Weapon Icon appears on-screen.

Press the ☐ button to fire the weapon or the ☐ button to discard it.

A spoken message will warn you of weapons about to be used against your ship.



Mine

MINES

When fired, mines drop from the back of craft. They cause damage to ships which fly into them but can be destroyed using the Thunder Bomb.



E-Pak

E-PAK

When activated, an E Pak will boost your shield energy.



Autopilot

AUTOPILOT

When activated, your ship switches to Autopilot and will fly under automatic control for a short period. When this period of time is up, an on-screen message "DISENGAGING" is displayed. However, it will only disengage when the ship is on an even keel. You may disengage the Autopilot at any time by pressing the ☐ button. This will return you instantly to manual control.



FEISAR euro

0'014"

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JT/JO2

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ファイナル=2097

Turbo
Boost**TURBO BOOST**

When fired, a Turbo Boost speeds up the craft very quickly for a short period



Rocket

ROCKETS

Fire in bursts of 3 from the front of the craft. Drain shield energy on impact. Rockets have terrain hugging capability but fire only in a straight line. Aim carefully.



Missile

MISSILES

Similar to rockets, but only one fires at a time. Missiles have heat seeking capability and drain shield energy on impact. The missile target can lock on to enemies both in front and behind your craft. If you have a rear lock, the text **Rear Lock** will flash below the weapon icon. To fire the missile forwards, press the **O** button. To fire the missile backwards, press the **O** button and the Down Directional button together.

Electro
Bolt**ELECTRO BOLT**

Fires from the front of the craft. Causes a ship to stall and become difficult to control for a brief period on impact. Also causes shield energy drain. Wait until the target locks onto an enemy ship before firing.

Thunder
Bomb**THUNDER BOMB**

When fired, a Thunder Bomb inflicts a large shield energy drop on all visible craft.



AURICOM



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AS0000 AG-RACING LEAGUE



ACCELERATED ADRENALIN RUSH RACING

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WIPE'OUT™/V0.2



Curly™ says "GO!"



ワイプアウト-2097

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FALCON4 MKII

PRO-AM PB90



Shield

SHIELD

When activated, a Shield protects your ship from further shield energy loss. Each shield is subject to a time limit. When a shield is activated, you can't fire another weapon but you can pick one up.



Plasma Bolt

PLASMA BOLT

When activated, a Plasma Bolt has to charge up before it fires. They destroy enemy ships on impact. However, they are not target seeking and are therefore difficult to aim.



Quake Disruptor

QUAKE DISRUPTOR

Just try it. Needless to say, causes massive shield energy loss on impact and will make you laugh like an idiot for days.

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WIPE'OUT™/2097 '04 FUTURE PEOPLE



4X4 30 ANGE-TRAN



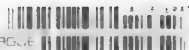
QIREX

MACXIO

0'016"

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DIGITAL
32BIT FS000 AG-ARC AG-LEAGUE



1511

OUT"/UO.2



Curly says "GO"



ファイアスト-2097

the game

Press the START button to pause the game. Use the Directional buttons to highlight your choice from the Pause Game Menu and press the X button to confirm.

CONTINUE

Takes you back to the game.

RESTART

Takes you back to the start of the current track. If you use this during an arcade challenge you will lose one of your 'Continues'.

QUIT

Abandons the race and returns you to the Main Menu. If you use this during an arcade challenge the whole series will be over

AUDIO CONFIGURATION

When you select this option, you will be given a small sub-menu allowing you to select a music track or adjust the volume of music or sound effects. Use the Up and Down Directional buttons to highlight your choice, then use the Left and Right Directional buttons to adjust the settings. Return to the Pause Game Menu by pressing the X button.

2097



DARE YOU?

0'017"

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DIGITAL

DIGITAL

32BIT, F5000, AG-RACING LEAGUE

OPTO (AL) MARCH REG.



ACCELERATED ADRENALINE RUSH RACING

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WIPE'OUT™/V.O.2



Curly™ says "GO!"

324011 SEX



ワイフアウト-2097

FALCON4 X111

PRO-AM P690

0.00144

040.901

098004

music

TODD TRENCH (1:00)

"Herd Killing"

Future Sound Of London

Track 1 (5:33)

"We Have Explosive"

Future Sound Of London

Track 2 (4:28)

"Landmass"

Future Sound Of London

Track 3 (5:33)

"Atombomb (Straight 6 Instrumental Mix)"

Fluke

Track 4 (5:21)

"V6"

Fluke

Track 5 (5:07)

"Dust Up Begs"

The Chemical Brothers

Track 6 (4:41)

"Loops Of Fury"

The Chemical Brothers

Track 7 (4:50)

"The Third Sequence"

Photek

Track 8 (6:05)

"Yin There (Underworld Edit)"

Underworld

Track 9 (4:41)

"Firestarter (Instrumental)"

The Prodigy

Track 10 (5:14)

"Canada"

CoLD StORAGE

Track 11 (5:14)

"Body In Motion"

CoLD StORAGE

CIT 2097

WIPE'OUT™/2097 "04 FUTURE PEOPLE"



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0'018"

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ACCELERATED ADRENALIN RUSH RACING

"CIT"

cography

WIPE'OUT/V.O.2

future sound of london

Mutating from the dance world, FSOL's early classic single 'Papua New Guinea' signalled the start of something unique. Born to confound expectations, FSOL aim stratospherically high. Their debut album 'Lifeforms' was heralded as redefining electronic/dance/new classical sounds and was accompanied by computer graphics, videos, ISDN remote gigs ("death to rock 'n' roll") and musical terrorist tactics of awesome scale. Their last album 'Dead Cities' continues their quest to nail the unexpected.



rworld

Underworld are Rick Smith, Karl Hyde and Darren Emerson. They are a live techno act. Their last two albums "Dubnobasswithmyheadman" and "Second toughest in the infants", released by the independent record label Junior Boy's Own, sold over 100,000 copies. Their single "Born Slippy", (featured in the film "Trainspotting"), reached No.2 in the National charts in July '96.

For more information on Underworld call Jukes Productions: 0171 286 9532



prodigy

The Prodigy are: Liam Howlett, who writes the music; Leeroy Thornhill, who dances; Keith Flint, who dances and shouts on "Firestarter"; and Maxim Reality, who MC's and shouts on "Poison". They are probably the most successful dance band in the world - the "Music For The Jilted Generation" album has sold over a million copies, while the "Firestarter" single went straight into the UK charts at Number One in March 1996.

Watch out for a new Prodigy single and album in the autumn of 1996!



chemical brothers

As DJ's, remixers, and recording artists, the Chemical Brothers are not for the faint hearted! Brothers in rhythm, Tom Rowlands and Ed Simons, met in Manchester and, initially as the Dust Brothers, released three singles before releasing the 'Exit Planet Dust' album on Virgin.

Crashing through musical barriers, the Chem's soundclashes cover all bases: supa-dope hip hop v acid house v chunk funky beats v rock 'n' roll mentality. Stay tuned for a new LP in '97.



P40

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CONTACT: FLUKE @ fluke.demon.co.uk

Management 0181 964 4623



phorek

Born in St. Albans, 24 year old Rupert Parkes, aka Photek, is one of music's obsessives, intent on pushing his creativity to the outer reaches of possibility. Since the first release in 1992, he has gone on to release countless tracks under countless guises, the most recent of which being the groundbreaking and experimental drum and bass album, "The Hidden Camera", which is out now on Science/Virgin Records.



cold storage

CoLD StORAGE is the in-house Psynosis studio where Tim Wright spends most of his waking hours and is the adopted name for all his electronic musical output. His published work spans the last six years, from 'Shadow of the Beast II' through 'Lemmings', 'Krazy Ivan', 'WipEout' and contributions to 'Formula 1™'. His endeavours have earned him an award for best music in 1991 and numerous awards including a Golden Joystick for his work on WipEout. He lists writing music for use on Manga Video and being featured on the "Future Music" covermount CD amongst his career highpoints, with a solo album release being his current major goal.



Contact CoLD StORAGE @ tim.wright @ psynosis.co.uk

WIP EOUT 2097

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